

“Longhorn” Client Architecture

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"Longhorn": A New Approach

- ❖ Previously, the relationship between Microsoft Windows® internals (GDI, User) and tools (Microsoft Visual Basic®, ATL, MFC, Windows Forms) has been one of “layers”
 - ♦ Different technologies (C vs. Visual Basic, managed vs. unmanaged)
- ❖ In "Longhorn", the approach is to build a common stack, on managed code
 - ♦ The core of Windows is managed code
- ❖ This allows for significant developer benefits
 - ♦ Consistency across API sets
 - ♦ No “cliff” from wrappers or inconsistency based on customization



Longhorn Architecture

WinFX™

Presentation

Avalon

Data

WinFS

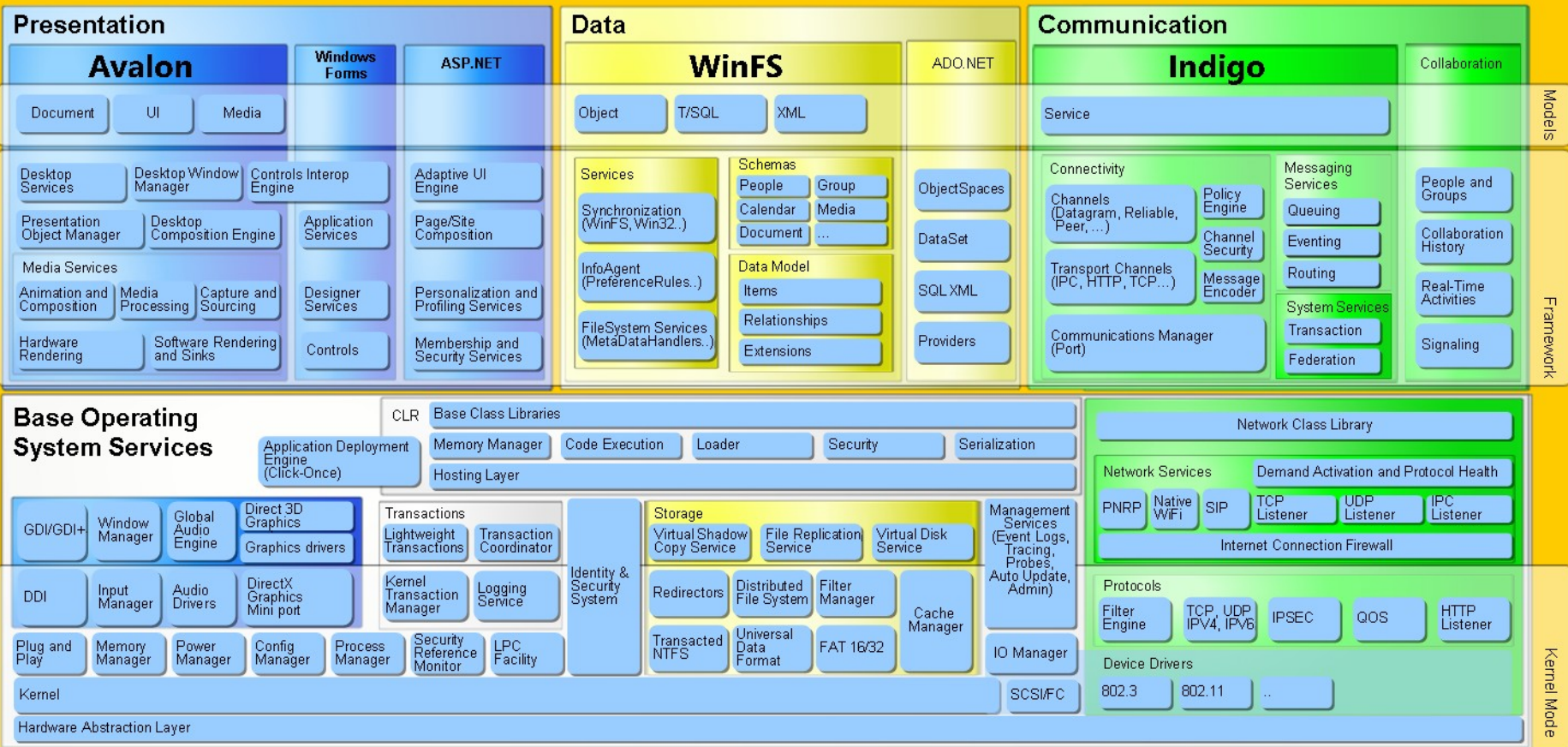
Communication

Indigo

Base Operating
System Services

Fundamentals

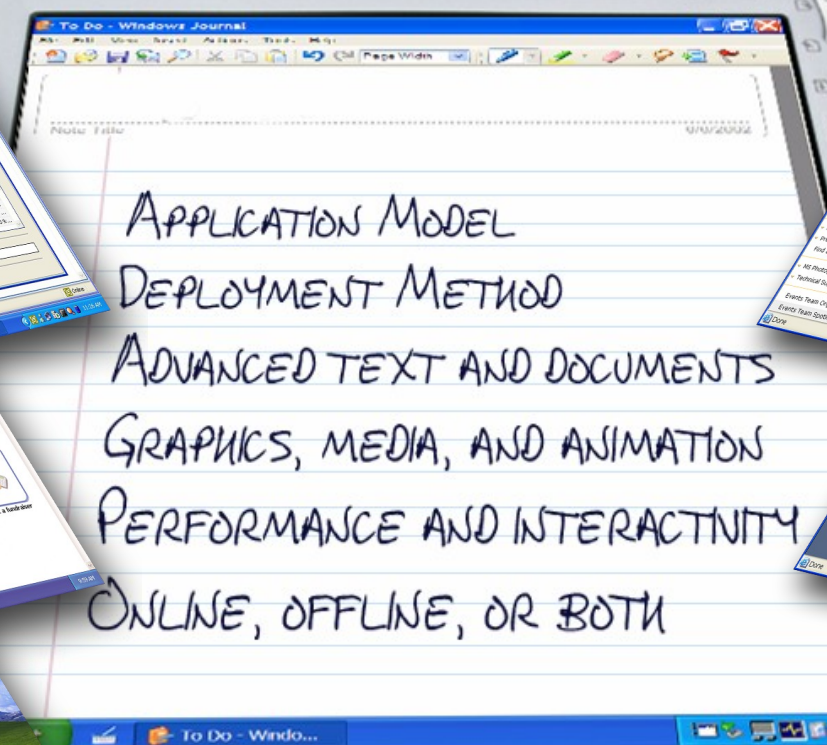
Longhorn Architecture



Presentation Challenges

Run in a Window?

Run in a Browser?



Avalon

WinFX

Avalon

WinFS

Indigo

Fundamentals

Document

UI

Media

Models

Desktop Services

Desktop Window
Manager

Presentation Object
Manager

Desktop
Composition Engine

Framework

Media Services

Animation and
Composition

Media
Processing

Capture and
Sourcing

Hardware
Rendering

Software Rendering
And Sinks

Base Operating System Services

CLR

Direct3D Graphics

GDI/GDI+

Window Manager

Global Audio Engine

Graphics Drivers

DDI

Input Manager

Audio Drivers

Direct3D Graphics Mini port

Kernel Mode

Base Services

Kernel

Hardware Abstraction Layer

- ❖ Unified Presentation Model for Windows Applications, Web Applications, Graphics/Media/Animation
- ❖ Integrated, Vector-Based Compositing Engine
- ❖ Native Support for Advanced Input



Declarative Programming for Windows

Code Named "XAML"

- ❖ **Markup for Windows**
 - ♦ Build applications in simple declarative statements
 - ♦ Easy to learn, write, and read
- ❖ **Code and Content Are Separate**
 - ♦ Streamline collaboration between designers and developers
- ❖ **Easy for Tools to Consume and Generate**
- ❖ **Control Extensibility and Composition**
 - ♦ Customize or go beyond the default set of controls provided as part of the platform

OK



XAML

```
<Button Width="100px">  
OK  
<Button.Background>  
  LightBlue  
</Button.Background>  
</Button>
```

C#

```
Button b1 = new Button();  
b1.Content = "OK";  
b1.Background = new  
SolidColorBrush(Colors.LightBl  
ue);  
b1.Width = new Length(100);
```

VB.NET

```
Dim b1 As New Button  
b1.Content = "OK"  
b1.Background = New  
SolidColorBrush(Colors.LightBl  
ue)  
b1.Width = New Length(100)
```

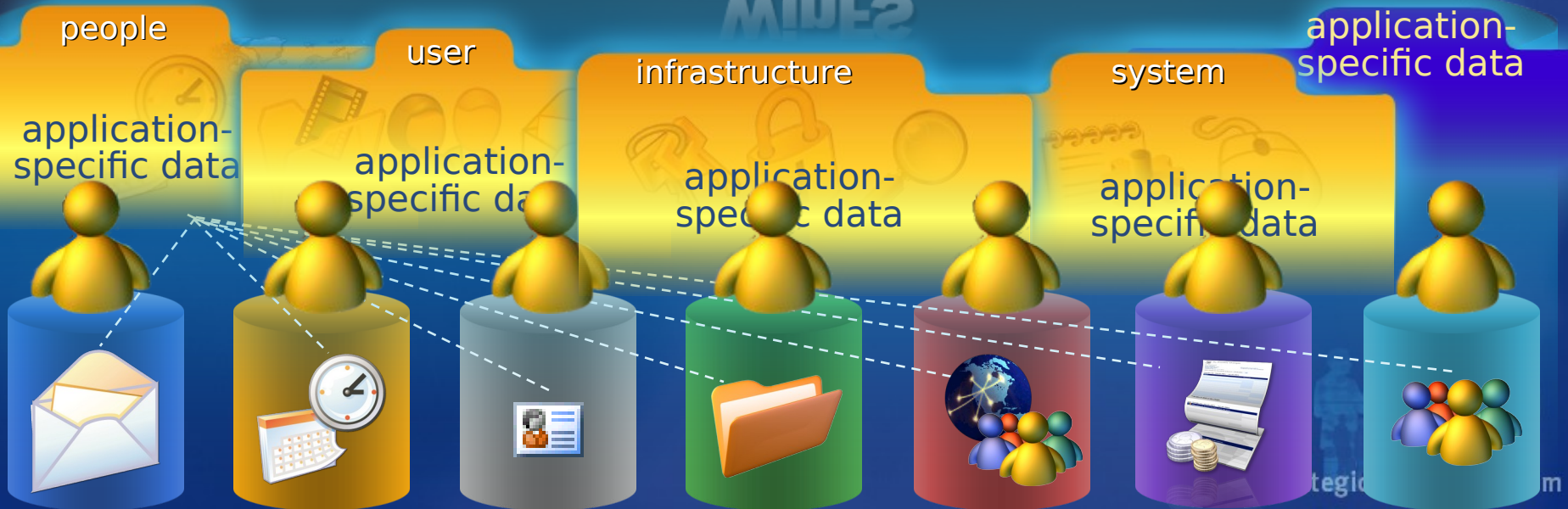

Storage Challenges



- ❖ Data Is Trapped Inside Application Silos
 - ◆ Each has its own schema and store
- ❖ Relationships Are Buried
 - ◆ Software doesn't surface the obvious links
- ❖ Shell Views Are Tied to Folder Hierarchy



- # WinFS



WinFS

APIs

Objects

T/SQL

XML

Services

Synchronization (WinFS, Win32, ...)

InfoAgent (PreferenceRules, ...)

Schemas

People

Calendar

Documents

Groups

Media

...

Core WinFS

Operations

Filesystem Services
(Metadata Handlers, ...)

Data Model

Items

Relationships

Extensions

Relational Engine

Models

Framework

Identity &
Security
System

Transactions

Storage

Distributed
File System

Volume Shadow
Copy Service
(Data Protection)

Client Side
Caching

Transactional
NTFS

Kernel

Mt Rainer
CD/DVD/Blue

Universal
Data Format

File Replication
Service

Redirectors

CDFS

SerialATA/
SerialSCSI

FAT16/32

1394B/USB
SD/CF

Virtual Disk
Service

Cache
Manager

iSCSI/
SAN

CLR

Serialization

IO Manager


Bandwidth
Managed I/O

...

Kernel Mode

Communication Challenges

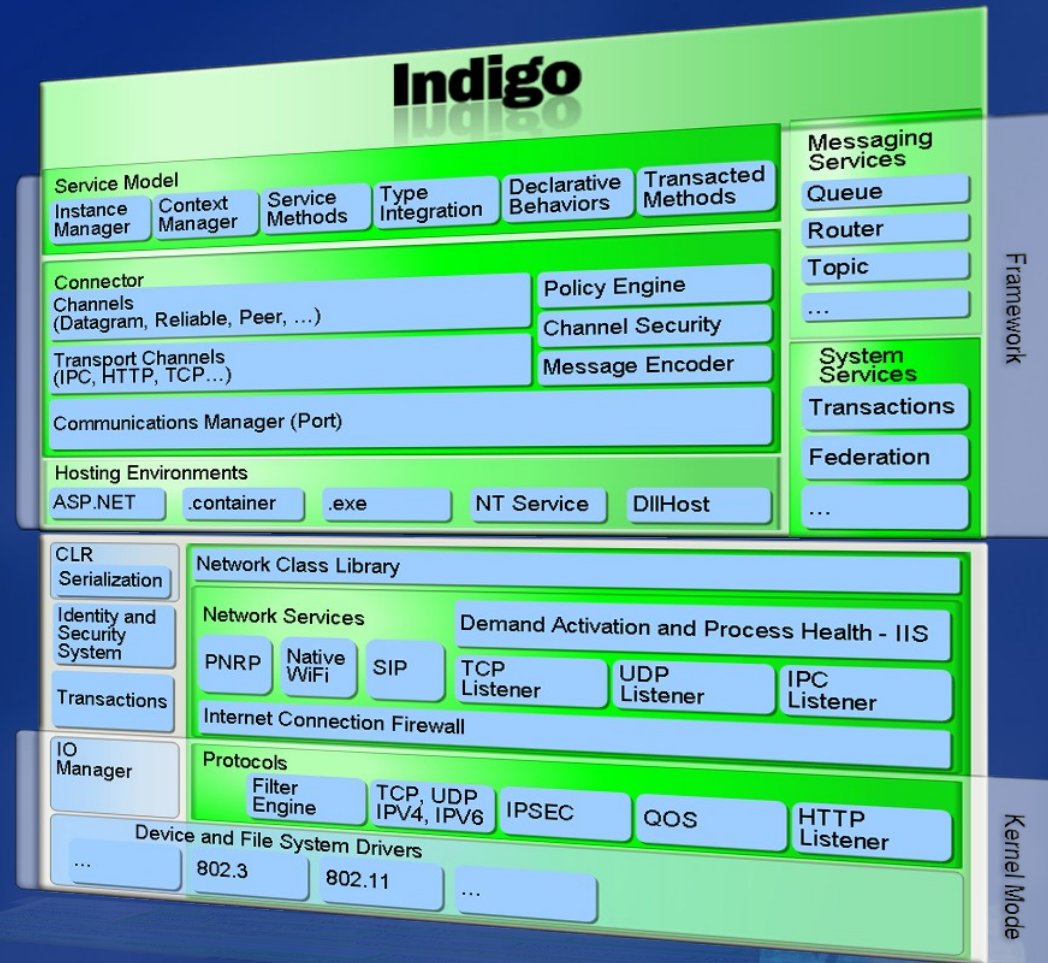
Web services are a great start but...

- 
- How do I make it work over peer-to-peer and enterprise networks?
 - How do I ensure reliable connections over networks that can fail?
 - How do I secure my connections?
 - How do I create applications that cross trust boundaries?
 - Should I program to objects or services?

Windows Communication Code Named "Indigo"



- ❖ Advanced Web Services
 - ♦ Secure, reliable, transacted
 - ♦ Heterogeneous interoperability
- ❖ Powerful Messaging Capabilities
- ❖ Programming Model Extends Existing Capabilities
- ❖ Simplifies Building Services



Collaboration Challenges

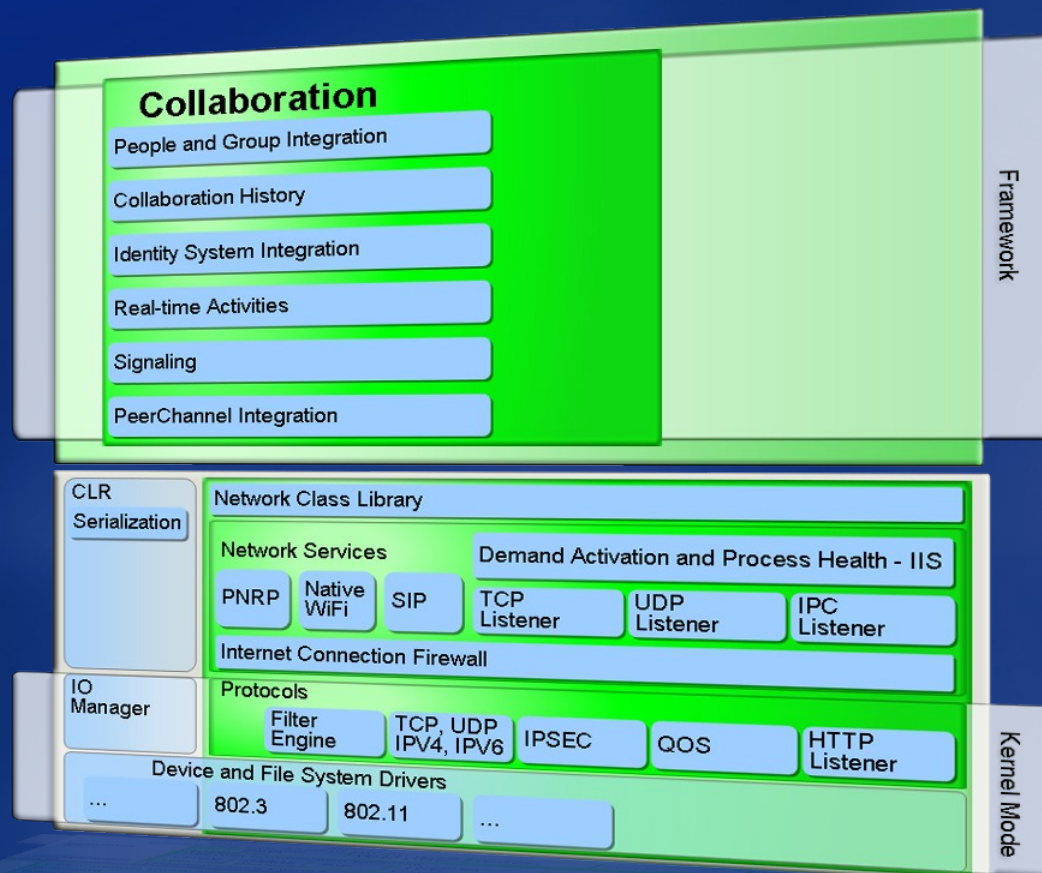


- ❖ Too Many Ways to Manage Contacts
- ❖ No Single Real-Time Communications (RTC) API for IT-Managed and P2P Environments
- ❖ Current RTC APIs Are Monolithic and Low-Level
 - ◆ No UI controls for basics (text chat, video chat, etc.)
- ❖ Partitioned Networks Create Obstacles
 - ◆ No dynamic, consistent namespace
 - ◆ No standard security infrastructure

Windows Collaboration



- ❖ Single Source of Contacts *and Presence*
- ❖ Modular Platform with UI Controls for Chat, a/v, Data Collaboration, Telephony
- ❖ Single Platform for Enterprises and Peer-to-Peer
- ❖ Easy to Traverse Networks, Namespaces



The Road to Longhorn

Microsoft
.net Framework

Move to
managed code
now to make it
easy to fully
exploit
"Longhorn"

WinFX™
Take full
advantage of
Microsoft
WinFX™ and
the new
application
model

Win32 + WinFX™
Use some
"Longhorn"
features in your
existing
Microsoft
Win32®-based
applications

Win32
Existing
applications
continue to run
on "Longhorn" as-
is



Questions?





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